

25. (New) A method for generating a transparency factor for an image of an object, the method comprising:

- selecting a viewing surface;
- selecting a vector normal to the viewing surface;
- determining an angle of incidence at the object surface created by the vector normal to the viewing surface; and
- calculating the transparency factor from the angle of incidence.

26. (New) The method of claim 25, wherein calculating the transparency factor from the angle of incidence comprises:

- calculating a cosine of the angle of incidence.

27. (New) The method of claim 25, wherein calculating the transparency factor from the angle of incidence comprises:

- calculating a linear function of the angle of incidence.

28. (New) The method of claim 25, wherein calculating the transparency factor from the angle of incidence comprises:

- calculating a non-linear function of the angle of incidence.

29. (New) A computer comprising:

- a processor;
- a computer-readable medium; and
- a computer program capable of being executed from the computer-readable medium by the processor to modulate the transparency of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface.

30. (New) The computer of claim 29, wherein the computer-readable medium comprises a storage device.